



BODY AND SOUL

A father-son adventure becomes an excursion into terror for Lieutenant Patrick Brogan and his son Matt. The two head into space for a close up view of Merlin's Comet, a magnificent, multi-colored ball of ice surrounded by a spectacular shimmering halo of radiation. As they approach the comet they are shocked to discover a derelict spaceship floating amongst the smaller chunks of ice. The pitted ship looks old, weathered and shows no signs of life. Brogan attempts to contact the vessel, but receives no reply. At Matt's insistence (and against Brogan's better judgement) they investigate. They are shocked to find the docking bay open and even more shocked when it slams shut behind them. Brogan emerges from the cruiser, insisting that Matt remain inside. Does the young Brogan obey his father? Of course not!

The daring duo examine the dark, creepy ship, especially its dim, ominous control room. Matt simply can't control his curiosity any longer. He opens an overhead locker. His fear swells as a rotted, decomposed human body tumbles out, right on top of him. Matt claws to free himself. Later, Brogan examines the body and discovers a blast mark on the victims clothes. All signs point to murder.

Brogan contacts Officers Jack Haldane and Jane Castle back at the station house to report the homicide. While Brogan makes his report Matt continues his investigation. He discovers a plaque on the bulkhead wall that reads - "H.I. Prototype 00023" - indicating they are aboard a ship designed by Humes Interspace. Brogan relays this to Haldane who immediately heads for Humes Interspace corporate headquarters to "chat" with its reclusive founder, Alden Humes. This proves not to be so easy. Humes, a known recluse, is well protected by his right hand man, an alien by the name of Dag Jomore. And Jomore is not being too cooperative.

Back in space, Brogan has managed to get the ship working and is piloting the vessel back to Demeter City. Suddenly, red lights start to flash from the control panel. A computerized voice shouts "Warning. Warning. This ship will auto-destruct in T-minus 60 seconds and counting." Father and son exchange a look of horrified surprise. Brogan frantically tries to override the auto-destruct mechanism. He orders Matt to return to their cruiser which is still in the docking bay, but the door is jammed. Brogan blasts it open. With only seconds remaining, the two reach their vehicle and speed away from the ship. Moments later a series of heartstopping explosions shatter the atmosphere. The derelict ship is destroyed. Brogan is convinced that someone sent the signal that triggered the ship to self destruct. This was no accident.

(more...)

Distributed exclusively by:



CONTACT:
RICHARD ELLIOT HAMMER
SR. VICE PRESIDENT
PUBLICITY, PROMOTION
& CREATIVE SERVICES

8383 Wilshire Boulevard
Suite 1010
Beverly Hills, California 90211
Telephone 213/782-3535
Fax 213/782-0103

Brogan and Matt return to Demeter City and head for the station house where the young Brogan is questioned by Officer Jane Castle. Upon learning that Matt touched the dead man face, Jane has a scraping from Matt's hand sent to the lab for DNA testing. From this the police hope to reconstruct the dead man's face.

Brogan and Haldane rush to Humes Interspace headquarters. Again they encounter Jomore, who, under police pressure, tells what he knows about the abandoned ship. According to Jomore it was launched twenty years ago as the prototype vehicle for deep space missions. When its signal disappeared it was assumed that the ship had gone off course. No one was too concerned because the ship had no pilot. It was on auto-program. *No one was on board.* Brogan and Haldane persist, finally coming face to face with the reclusive Alden Humes. He too is distant and evasive. His responses to Brogan's questions are cool, aloof and unemotional. His answers reveal nothing. Brogan and Haldane are now more suspicious than ever.

Later that night a mysterious fire of unknown origin breaks out at the police station house - in the very room in which the computer is processing the DNA sample. The computer sparks and shorts out. Alarms sound. Brogan, Jane and Haldane race toward the room, now fully ablaze. They rush in and are immediately overcome by the fumes. Unbeknownst to them Humes is also in the room - *but he is having no trouble breathing at all!* The cops grab extinguishers and douse the fire, but Humes is gone. Though the DNA processing equipment is charred and battered, it's still functional. With the analysis completed the machine is ready to show an image of the dead man's face. Brogan, Haldane and Jane Castle turn to look at the screen and go into shock. It's Alden Humes!

Brogan and Haldane head for Humes' office. Brogan's sure he's figured this one out. *Humes is a holographic projection - a computer simulation of the real Alden Humes.* Jomore must have killed him so that he could gain control of the company and hid the body on the spaceship, never suspecting that the ship would wander back towards Demeter. Brogan and Haldane corner Jomore. With Jomore witnessing, Brogan puts his hand right through the holograph of Humes!

Jomore comes up with a clever alibi, claiming that Humes is an eccentric who programmed the simulation himself so that he could live a reclusive life on the Planet Danae. The police leave, unfortunately too soon. They miss the bizarre confrontation that takes place between Jomore and the holograph of Humes. Jomore confesses to the holograph that he indeed murdered Humes and created the holograph. The holograph explodes with rage. Jomore flees to the elevator, but the holograph's supernatural powers send the elevator plummeting at rocket speed. Police and fire vehicles rush to the scene. Jomore is dead - and Humes' image is nowhere to be found. Humes is now programming himself. He's out of control and power crazy.

Later that day, Brogan heads home only to receive the shock of his life. The digitized Humes is in his home - talking to Matt! Brogan orders his son to run to the Hopper. Brogan reaches out to the screen keypad in an attempt to switch Humes off. Humes shorts out the keypad, enveloping Brogan in energy so powerful that it knocks him unconscious. Humes rushes after Matt, seizes control of the Hopper and abducts the young Brogan. Brogan revives, summons Haldane and the duo take off in hot pursuit.

(more...)

Matt's love of adventure has gone a bit too far- yet even though he's terrified he's still one quick thinking kid. He convinces Humes to head towards Merlin's Comet. As the Hopper draws near it enters the Comet's halo of radiation. Without warning, sparks start to ignite over Humes' body. He struggles. The radiation is robbing Humes of his powers! The Hopper begins to spin out of control and heads on a collision course with the comet. From his police cruiser radio, Brogan gives his son a crash course on how to activate the Hopper's passenger escape system. Seconds after Matt ejects himself from the Hopper, the vehicle careens into the Comet, exploding in a ball of fire!

LOG LINE

Lieutenant Patrick Brogan (Ted Shackelford) and his son Matt (Nic Klein) head for a close-up view of a distant comet, but their unexpected encounter with an abandoned spaceship and a decaying murder victim turns their father and son "day out" into an excursion in terror.

* * *

CAST

Lieutenant Patrick Brogan
Officer Jack Haldane
Officer Jane Castle
Sally Brogan
Matt
Liz
Podly
Romek
Orrin
Took
Fredo
Alden Humes
Forensic
Underling
Jomore

Ted Shackelford
Rob Youngblood
Simone Bendix
Nancy Paul
Nic Klein
Megan Olive
Jerome Willis
Lou Hirsch
Richard James
Mary Woodvine
David Quilter
Bob Sherman
Leigh Tinker
Will Barton
Rob Thirtle

CREDITS

Executive Producer
Producer
Co-Executive Producers

Director
Screenplay

Director of Photography
Music
Worldwide Distribution

Tom Gutteridge
Gerry Anderson
Roger Lefkon
John Needham
Sidney Hayers
Mark Harris
Marc Scott Zicree
Alan Hume
Crispin Merrell
Grove Television Enterprises

Shot At Pinewood Studios and Shepperton Studios

SPACE PRECINCT

is a

MENTORN FILMS and GERRY ANDERSON PRODUCTION for
GROVE TELEVISION ENTERPRISES